



Player Paraphernalia

#65

THE
ELDRITCH
DESPERADO
(HYBRID CLASS)



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PLAYER PARAPHERNALIA #65

BY THE KNOTTY-WORKS



Welcome to issue sixty-five of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces the Eldritch Desperado, a spell flinging triggerman that lives on the fringes of society. Based on an original concept by Adam Matherly. Thanks to Palak Shah for time spent reviewing it.

The Eldritch Desperado

The unbridled thrill of the pull of the trigger, the flash and thunder that follows, and the unmistakable power of the shot itself is an attraction to many. But for the eldritch desperado, the true addiction is the infusion of the raw power of the gun with the magical energies that flows through his veins. While firearms level the playing field for those willing to take up arms, the eldritch desperado focuses his spirit and arcane energies through his chosen totem of steel and iron.

Given the enigmatic natures of those that harness their arcane energies through their the use of their gun, the eldritch desperado prefers to live on the fringes of society, many using their gifts to take what they want from others while some take up their mystical weapon in the defense of the innocent. Either way, such individuals are generally feared and misunderstood, thus avoided by most.

Role Obviously the eldritch desperado relies on the firepower of his weapon, preferring to deal with others from a distance. Such characters have little real skills with any other type of weapon and rely more on their trusty sidearm than any other tool or skill. However, the eldritch desperado does have the ability to tap into arcane energies and cast spells both of offensive and defensive nature that he chooses to pick up during his travels.

Alignment: Any non-lawful.

Hit Die: d6

Starting Wealth: 3d6 X 10 gp (average 105 gp) and an outfit worth 10 gp or less.

Parent Classes: Gunslinger and Sorcerer

Class Skills

Acrobatics (Dex), Bluff (Cha), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha)

Skill Ranks per Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies: The eldritch desperado is proficient with simple weapons, rapier, short sword, and all firearms. He is also proficient with light armor but not shields. The eldritch desperado may cast from the Sorcerer/Wizard Spell List with no chance of arcane spell failure while wearing light armor. If the eldritch desperado wears medium or heavier armor or carries a shield the arcane chance of spell failure apply normally.

Spells: At 1st level, the eldritch desperado may cast spells drawn from the Sorcerer/Wizard Spell List. The number of spells the eldritch desperado may cast per day is given on the Eldritch Desperado Progression Table. He may gain additional spells per day based on those granted by his Charisma score (See the Ability Modifiers and Bonus Spells table in the Pathfinder RPG Core Rule Book™).

The eldritch desperado must have a Charisma equal to at least 10 + the spell level in order to learn and cast the spell. The DC for any saving throws associated with spells cast by the eldritch desperado is equal to 10 + the spell level + the eldritch desperado's Charisma modifier.

Eldritch Desperado Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Spells Per Day									
						1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	
1	+0	+0	+2	+2	Arcane Shot, Cantrips, Firearm Fetish, Resolve	2	—	—	—	—	—	—	—	—	
2	+1	+0	+3	+3	Arcane Shot	3	—	—	—	—	—	—	—	—	
3	+1	+1	+3	+3	Desperado's Dodge +1, Eldritch Touch	4	—	—	—	—	—	—	—	—	
4	+2	+1	+4	+4	Fetish Feat	4	2	—	—	—	—	—	—	—	
5	+2	+1	+4	+4	Eldritch Touch	4	3	—	—	—	—	—	—	—	
6	+3	+2	+5	+5	Desperado's Dodge +2, Arcane Shot	4	4	2	—	—	—	—	—	—	
7	+3	+2	+5	+5	Fetish Feat	4	4	3	—	—	—	—	—	—	
8	+4	+2	+6	+6	Shooter's Pose	4	4	4	2	—	—	—	—	—	
9	+4	+3	+6	+6	Desperado's Dodge +3	4	4	4	3	—	—	—	—	—	
10	+5	+3	+7	+7	Fetish Feat	4	4	4	4	2	—	—	—	—	
11	+5	+3	+7	+7	Eldritch Touch	4	4	4	4	3	—	—	—	—	
12	+6/+1	+4	+8	+8	Arcane Shot, Desperado's Dodge +4	4	4	4	4	4	2	—	—	—	
13	+6/+1	+4	+8	+8	Fetish Feat	4	4	4	4	4	3	—	—	—	
14	+7/+2	+4	+9	+9	Desperado's Daring	4	4	4	4	4	4	2	—	—	
15	+7/+2	+5	+9	+9	Desperado's Dodge +5	4	4	4	4	4	4	3	—	—	
16	+8/+3	+5	+10	+10	Fetish Feat	4	4	4	4	4	4	4	2	—	
17	+8/+3	+5	+10	+10	Eldritch Touch	4	4	4	4	4	4	4	3	—	
18	+9/+4	+6	+11	+11	Arcane Shot	4	4	4	4	4	4	4	4	2	
19	+9/+4	+6	+11	+11	Fetish Feat	4	4	4	4	4	4	4	4	3	
20	+10/+5	+6	+12	+12	Unfettered Resolve	4	4	4	4	4	4	4	4	4	

The eldritch desperado casts spells spontaneously and does not need to spend time preparing them, but he is limited by the number of spells known (see Eldritch Desperado Spells Known table). Unlike the number of spells he may cast per day, the number of spells known is not increased by the eldritch desperado's Charisma score. Upon reaching 4th level and every even level thereafter, the eldritch desperado may replace one existing spell known for another one of the same level.

Cantrips: The eldritch desperado begins with four cantrips at 1st level. He may cast these 0-level spells as desired without expending a daily use of a spell slot. The eldritch desperado gains additional cantrips as listed on the Eldritch Desperado Spells Known table.

Firearm Fetish (Ex): At 1st level, the eldritch desperado gains a firearm (dagger pistol, dragon pistol, or pistol) that acts as a fetish for his spell casting. The weapon is battered, and if anyone other than the eldritch

desperado uses it the gun is considered to have the broken condition. If the gun gains the broken condition, the gun will only function in the hands of the eldritch desperado.. The weapon itself is nearly valueless to anyone else and if sold would not be worth more than 4d10 gold pieces.

For any spell requiring a material component, the eldritch desperado's gun replaces the need for the material component (as long as the material component cost is 1 gp or less).

The eldritch desperado may replace his gun with another at any time by either crafting a new weapon or purchasing one at base cost. In addition to the cost of the weapon, the eldritch desperado must spend an additional 100 gp per class level and 8 hours of effort to condition the weapon to become his new fetish.

The eldritch desperado also gains **Gunsmithing** as a bonus feat as part of his reliance on the firearm fetish. The

Eldritch Desperado Spells Known

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—	—
4	5	3	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	6	4	2	1	—	—	—	—	—	—
7	6	4	3	2	—	—	—	—	—	—
8	7	4	3	2	1	—	—	—	—	—
9	7	4	4	3	2	—	—	—	—	—
10	7	4	4	3	2	1	—	—	—	—
11	8	4	4	4	3	2	—	—	—	—
12	8	4	4	4	3	2	1	—	—	—
13	8	4	4	4	4	3	2	—	—	—
14	9	5	4	4	4	3	2	1	—	—
15	9	4	4	4	4	4	3	2	—	—
16	9	4	4	4	4	4	3	2	1	—
17	9	4	4	4	4	4	4	3	2	—
18	9	4	4	4	4	4	4	3	2	1
19	9	4	4	4	4	4	4	4	3	2
20	9	4	4	4	4	4	4	4	3	3

eldritch desperado is treated as a gunslinger for the effects of this feat.

Resolve (Ex): At 1st level, the eldritch desperado taps into his inner reserve of desperation and arcane commitment known as resolve. Resolve allows the eldritch desperado to perform amazing acts of with magically laced shots from his firearm.

The eldritch desperado starts each day with a number of points representing his resolve equal to his Wisdom modifier (minimum of 1). He may spend these points to empower his arcane shots (see below) and may regain points through acts of battlefield prowess. His resolve may never increase beyond the eldritch desperado's Wisdom modifier unless his maximum is increased through feats or magical enhancements.

The eldritch desperado regains 1 point of resolve each time he confirms a critical hit or strikes a killing blow (reducing target to 0 or fewer hit points) with his firearm or a spell.

However, the target cannot be helpless, unconscious, or dead and it must have at

Grit, Panache, and Resolve

Resolve represents that same access to the pool of inner energy from which the character may tap into to fuel his special abilities. If the character has access to more than one type of pool he may combine them to empower his class abilities and may freely use the combined source for use in any of his special abilities granted by deeds or arcane shots. For feats, magic items, and other effects the resolve user can spend and gain resolve in place of grit or panache and vice versa.

least as many hit dice equal to ½ the eldritch desperado's class level.

Arcane Shot: Beginning at 1st level, the eldritch desperado may use his resolve to increase the potency of his skill with his firearm. The eldritch desperado knows—and may use—any arcane shot as long as he reaches the level listed in the arcane shot description.

Using the arcane shot is a **free action**, but the eldritch desperado may only spend 1 point of resolve per attack.

The eldritch desperado gains access to a limited number of the gunslinger's deeds, using his resolve in place of grit. The eldritch desperado treats his effective **gunslinger** level equal to his own class level -1 in regards to when the deed is available to him. The following deeds are available to the eldritch desperado: Deadeye, Quick Clear, Bleeding Wound, Expert Loading, Menacing Shot, and Cheat Death.

Dazing Shot (Sp): At 1st level, the eldritch desperado may spend 1 point of resolve when making a shot. He must declare the shot before making it, but if the shot is successful, the target is **dazed** for 1 round.

Empowered Shot (Sp): At 1st level, the eldritch desperado may sacrifice a spell to increase the damage of a single shot as long as he has at least 1 point of resolve. He must choose the spell slot to be sacrificed before making the attack. If successful, the shot does an extra 1d6 points of damage per spell level of the slot sacrificed (maximum of +5d6 points of

damage). The damage is arcane energy and is not subject to **damage reduction**, but is subject to **spell resistance** and doesn't work in an anti-magic field. Cantrips cannot be used for this arcane shot.

True Shot (Ex): At 1st level, the eldritch desperado may spend 1 point of resolve and use his level as his base attack for a single shot with his firearm.

Eagle Eye (Ex): The eldritch desperado may spend 1 point of resolve at 2nd level to reduce the penalty for firing beyond the first range increment from -2 to -1. This shot does not stack with the benefit of the **Far Shot** feat, but if the eldritch desperado uses this shot in conjunction with the **Far Shot** feat he does not suffer any penalties for the first two range increments, and only -1 per range increment beyond that.

Magic Bullet (Ex): At 2nd level, as long as the eldritch desperado has at least 1 point of resolve, he treats any shots fired from his firearm as if they are magical for the purpose of overcoming **damage reduction**.

Elemental Shot (Sp): At 6th level, the eldritch desperado may spend 1 point of resolve when using his Empowered Shot to change the energy to an elemental type (acid, cold, electricity, fire, or sonic). The eldritch desperado must declare the type of energy prior to making the attacks. The arcane energy from the Empowered Shot is no longer susceptible to **spell resistance**, but normal **energy resistance** and **immunity** applies.

Silver Bullet (Ex): At 6th level as long as the eldritch desperado has at least 1 point of resolve, shots fired from his firearm are treated as silver or cold iron for the purpose of overcoming **damage reduction**.

Spell Strike (Sp): At 6th level, the eldritch desperado may cast a touch spell on a bullet and fire it at an opponent normally by spending 1 point of resolve. If the shot is successful the opponent is subject to the effects of the spell as well as damage from the shot. Using this arcane shot is a full round action.

Aligned Bullet (Ex): At 12th level, the eldritch desperado may designate his shot as chaotic, good, or evil as long as he has

that aspect as part of his own alignment and has at least 1 point of resolve. If the eldritch desperado is neutral, he gains no benefit from this arcane shot.

Ghost Bullet (Su): At 12th level, the eldritch desperado may spend 1 point of resolve to encase his bullet with force penetrating the ethereal plane, causing normal damage to incorporeal creatures.

Piercing Shot (Su): The eldritch desperado may spend 1 point of resolve at 12th level to grant the shot the ability to pierce force effects including **Mage Armor**, **Shield**, and a **Wall of Force**. As a result the shot ignores any **AC** benefits from the force based spell and the **cover** provided by the **Wall of Force**.

Adamantine Bullet (Ex): At 18th level as long as he has at least 1 point of resolve, the eldritch desperado's shots are treated as adamantine for the purpose of overcoming **damage reduction** and bypassing hardness.

Construct Disruption (Ex): At 18th level, the eldritch desperado may spend 1 point of resolve when firing at any type of construct. The eldritch desperado must declare the shot—and if successful—the bullet ignores any **damage reduction**. The construct must also make a **Fortitude** save with a DC equal to 10 + ½ the eldritch desperado's class level + his Charisma modifier. If the construct fails the saving throw, it becomes inanimate for 1 round and gains the **helpless** condition.

Dismissing Shot (Ex): The eldritch desperado may send extraplanar creatures back to their home plane with this shot at 18th level. He must spend 1 point of resolve and the target is allowed a **Will** saving throw to avoid the effect of the shot (**spell resistance** does apply). The DC to resist the effects of the bullet is equal to 10 + ½ the eldritch desperado's class level + his Charisma modifier. If the creature is of the outsider (extraplanar) type and it fails the saving throw, the creature immediately returns back to its home plane as the **Dismissal** spell including the 20% chance that it is sent to another plane other than its native home.

Desperado's Dodge (Ex): Beginning at 3rd level, the eldritch desperado gains a +1 dodge bonus to his **AC** when he is

wearing light or no armor and carrying a light load. If the eldritch desperado is denied his Dexterity modifier, he also loses this dodge bonus.

The **dodge bonus** increases by +1 every three levels thereafter with a maximum of +5 at 15th level.

Eldritch Touch: At 3rd level, the eldritch desperado must choose either a **sorcerer** bloodline or an arcane tradition (see Player Paraphernalia Issue #63). He gains the power granted at 1st level by the bloodline power or arcane tradition. The eldritch desperado uses his class level as his effective level of the power for any calculations regarding saving throws.

At 5th level, the eldritch desperado gains the power normally granted at 3rd level for the **sorcerer** bloodline or arcane tradition, 11th level for the 9th level power and 17th level for the power gained at 15th level.

The eldritch desperado gains no other benefits of the bloodline power or arcane tradition. Once this selection is made, the eldritch desperado may not change it.

Fetish Feat: At 4th level, the eldritch desperado may select a bonus feat from the list provided below. At 7th level and every three levels thereafter the eldritch desperado may choose an additional feat. He does not need to meet any prerequisites for the feats listed other than other feats, the eldritch desperado may ignore prerequisites concerning ability score requirements, skill rank requirements, class requirements, or minimum base attack bonuses.

Agile Maneuvers, Arcane Strike, Bouncing Spell, Clustered Shots, Craft Magic Arms and Armor, Dazing Spell, Deadly Aim, Disrupting Shot, Disruptive Spell, Enlarge Spell, Extra Resolve, Far Shot, Greater Snap Shot, Gunslinger, Improved Precise Shot, Improved Snap Shot, Intensified Spell, Maximize Spell, No Name, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Reach Spell, Snap Shot, Weapon Focus (chosen firearm)

Shooter's Pose (Ex): At 8th level, the eldritch desperado no longer provokes while firing his gun as long as he is not denied his Dexterity modifier.

Desperado's Daring (Ex): At 14th level, the eldritch desperado may sacrifice some of

By Gary Dupuis



his resolve as a **swift action**. He gains a bonus to a single attack, saving throw, or skill check equal to the points of resolve sacrificed (maximum of +5).

Unfettered Resolve (Ex): At 20th level, the eldritch desperado chooses two arcane shots that require spending at least 1 point of resolve to initiate. He may use either arcane shots without expending any resolve as long as he has at least 1 point of resolve. Any arcane shots that could normally be performed while the eldritch desperado had at least 1 point of resolve may be used even if the eldritch desperado has no reserve of resolve (this does not include the two arcane shots chosen for this class feature).

New Feat

Extra Resolve

You can draw upon your inner eldritch energies to fuel your shots.

Prerequisite: Resolve class feature.

Benefit: You gain 2 additional points of resolve per day.

Special: You can select this feat multiple times, gaining 2 points each time you choose it.

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